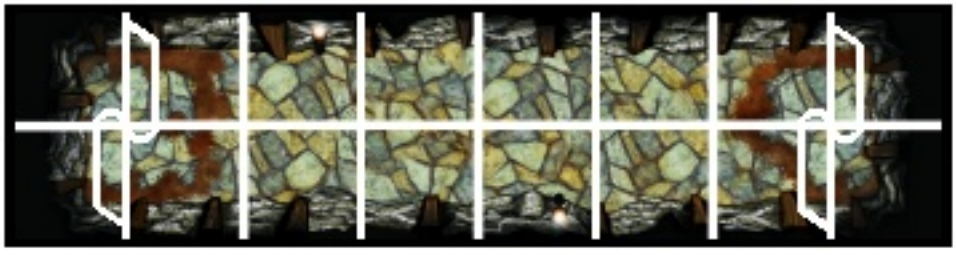
The Scent of Evil

by Wayne Miller

The Slavers of Thornwood
The Giants of Thunderhorn
Fellstone Cavekeep



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Quest 1: The Slavers of Thornwood

This is meant as an introductory quest for two to three players, or simply as a short quest played quickly by experienced players.

Quest 2: The Giants of Thunderhorn

This quest is a "running quest" where the players are faced initially with a horde of monsters that is too great for them to initially vanquish. They must run away into the dungeon and gain strength in order to win.

Quest 3: Fellstone Cavekeep

Fellstone Cavekeep challenges the players' abilities to fight amongst obstacles and unfavorable conditions. The final battle features a monster that can summon other monsters.

Campaign Rules

Each quest in this campaign may be played as a stand-alone quest according to the normal starting rules. If the players wish, they may optionally play the quests in this series as a campaign.

Players may choose to play multiple quests with the same heroes, allowing them to grow and change over several quests. At the start of each quest, the heroes revert to their starting setup, losing any coins, items, or training they have acquired from previous quests. They receive the same skills they had at the start of their first quest, and depending on how many quests they've successfully completed, they also receive a bonus from the table below.

Quest 1: Basic Setup
Quest 2: +100 coins each, may buy copper treasure.
Quest 3: +250 coins each, may buy copper treasure.

Starting in Quest 2, players may elect to "buy" items in their possession from the previous quest in order to keep them in the quest they are starting. In other words, if Landric the Wise has a Copper Rune of Minor Healing in Quest 1, he may spend 250 gold (of his 400 starting gold) to keep the Rune in Quest 2. Items that are not bought in this way are reshuffled into their deck before play begins.

The Overlord will also start with more power in a Campaign game:
Quest 1: 3 cards, 0 threat tokens.
Quest 2: 4 cards, 1 threat token per player.
Quest 3: 5 cards, 2 threat tokens per player.

Acknowledgements

Thanks to Seth Stejskal for the excellent remarks and suggestions on these quests.
Thanks to Mike Zebrowski as well; this campaign would not have been possible without your editor.

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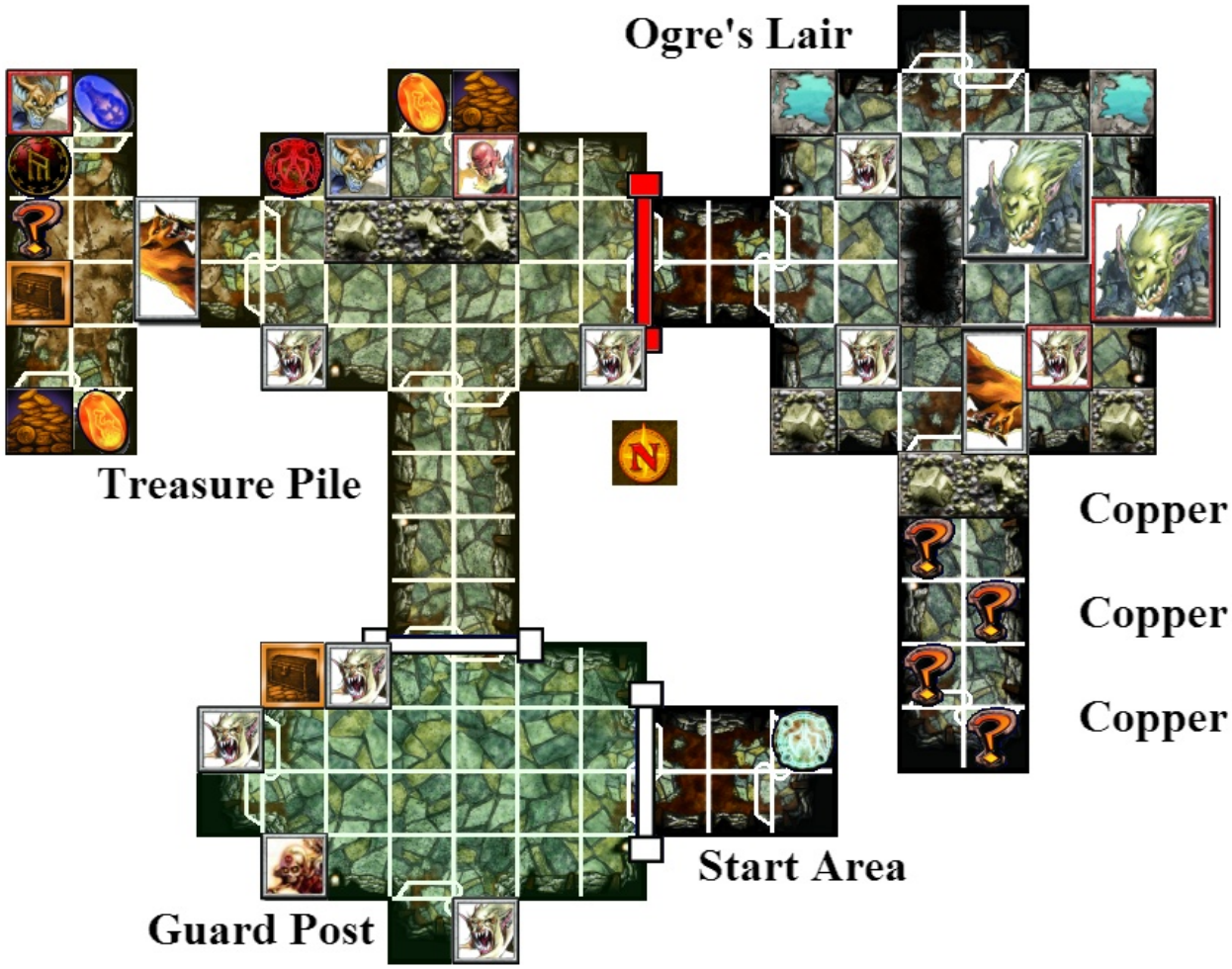

Copper 1: 2 Conquest Token,
1 Curse, 1 Copper Treasure
Copper 2: 1 Conquest Token, 150 coins,
1 Copper Treasure
Copper 3: 1 Conquest Tokens,
1 Copper Treasure

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The Slavers of Thornwood

By Wayne Miller

The Slavers of Thornwood is an introductory scenario. It is meant to be played by 2 or 3 players who are learning Descent before playing a more challenging quest. If the players are already experienced, you may wish to skip to the next quest, "The Giants of Thunderhorn"

Scenario Background

Without money nor sword, you came to the sleepy town at the edge of Thornwood looking for work suitable of adventurers. Having no work, but a kind heart, the local miller invited you to join him for dinner and drinking with his wife at the local inn. He invited you to visit in the morning, and he would help you look for work.

You rose late in the morning, weary and throbbing from the ale of last night. Stumbling out of your bed, you notice the village has changed! Smoldering houses and weeping children tell the horrible story of visiting evil in the early hours of morning.

"Where are the people? What happened?" you ask the blacksmith's son, who is tending to his father's fresh wounds.

"Taken!" cries the son, "they came just after dawn -- burning and stealing while the men were in flock and field. Only a few of the men like me Dad were here to try to stop them."

It is not long before you realize the miller and his wife who had done so much kindness for you and your friends are among the taken. Collecting your thoughts, you hear an older man shouting in the town square.

"Listen to me! Murderous slavers have taken our friends! taken our families! Who will stand now and fight them? Who will return them to us and set this injustice right again? I am old, but not uncommitted. I will give 300 coin to each man who will only pledge to try."

The rest is something of a blur. Three hundred coins and few hours later, you find yourself riding down the trail made by the slavers through Thornwood. It is not long before your true test begins, for the lair of the raiders is now before you.

Mission Goals

You must search the Slaver's lair, rescue the captives, and kill the slavers. If you can reactivate some of the glyphs of transport in the dungeon, all the better. You start with 4 conquest tokens. If you ever run out of conquest tokens, the Slavers capture you and sell you to a life of misery.

Guard Post

Smoke and the ripe stench of Beastmen greet your entrance. This must be some kind of guard chamber, although two of the guards are preoccupied with arguing over a small chest that must have been taken in the morning raid.

Treasure Pile

Spoils taken by the slavers are scattered in the corners. Some of the items are very fine: gold, jewels, wines and cloth. The most important treasure seems to be a large chest guarded by a ferocious black dog.

When any player ends his turn on the encounter marker in this room (or if the players win the quest):

You find a crumpled letter written in enormous writing amongt trash:

Follow the White River for many days until you come to the Thornwood. Capture many healthy slaves and bring back to me. All the plunder you can carry, you shall have. Prisoners must be able to work when brought to me.

Do not tarry. Fail and I shall make you watch as I eat out your eyes!

Jarl, Mountain-King of the Thunderhorn

Remove the encounter token.

Ogre's Lair

This is the main hall where the slavers live. Most of them stand around a smoking firepit in a damp cave on the eastern end. A large dog growls menacingly at sobbing captive villagers crying out to be saved. The cruel slavers make taunting threats at the poor, simple people held prisoner by black iron chains and shut away by a crude, heavy iron gate.

A large ogre strides forward with cat-like grace unusual in ogres. "Take them!" he shouts, motioning at you with his axe. "They'll either make slaves or meat. I care not which."

The encounter squares represent the villagers and do not otherwise affect gameplay. You must first find a key before you can free them.

The master Ogre is here is named Grok. He may Dodge every attack that is not aimed or would otherwise cancel Dodge. This does not otherwise affect the Ogre's ability to attack or move.

The Ogre is otherwise a typical master Ogre with two extra wounds.

When Grok has been killed:

Your blow drops Grok to the earth; the other creatures turn and flee. Searching through the corpses, you find the keys to the shackles of the captives.

Triumphantly, you move to the cowering prisoners, announcing to them that they are safe and must now follow you to safety. After some hesitation on their part and encouragement on your part, you and the others emerge from the lair and back into the light of the forest. It is not long until you escort the captives back to the villagers, where -- in fair turn -- you are escorted by the villagers to the nearest tavern.

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"Drinks and cheers for the heroes!"

The players win the quest.

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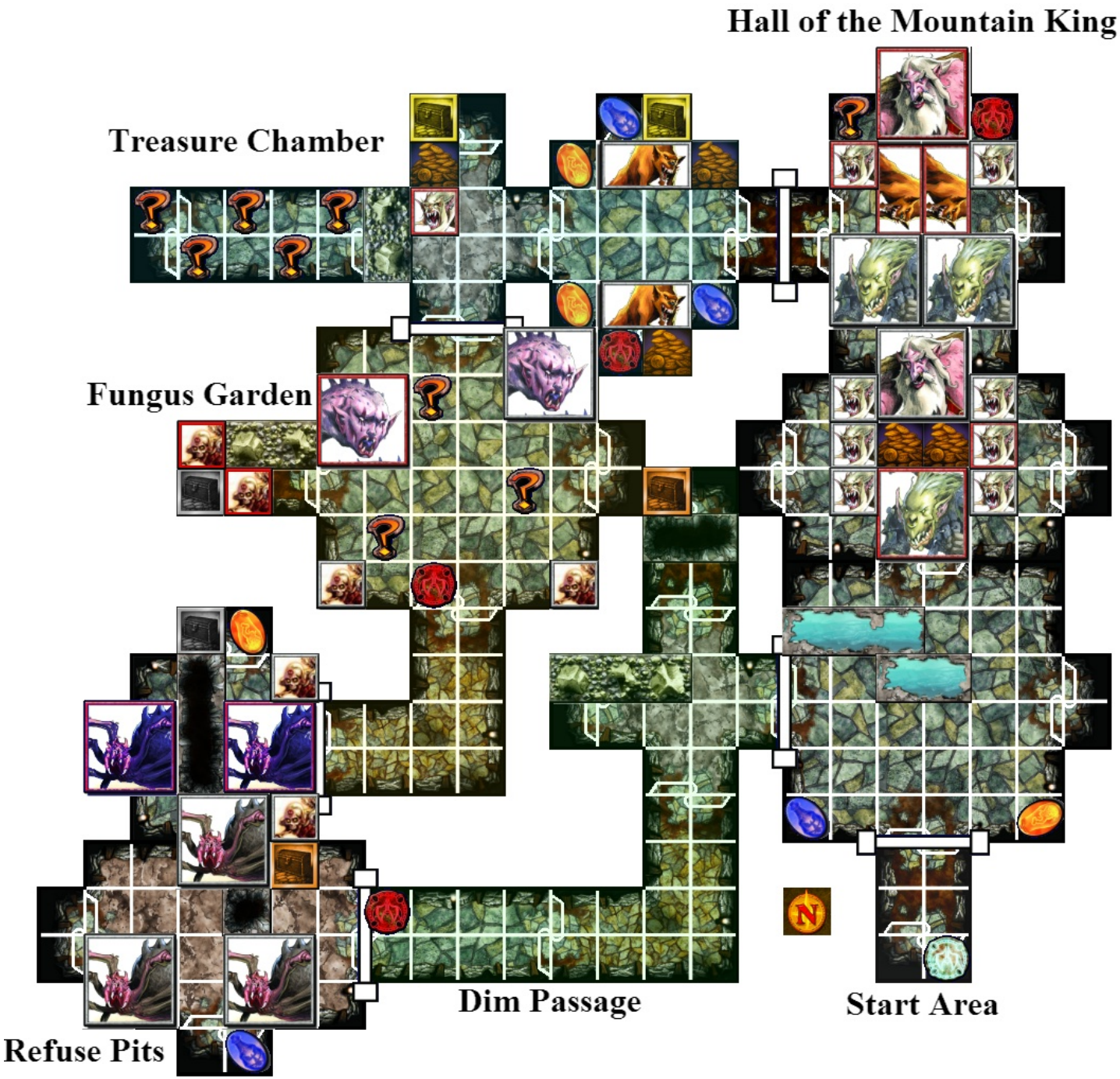

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The Giants of Thunderhorn

By Wayne Miller

Scenario Background

Traveling from Thornwood to the low rolling hills below the Thunderhorn takes many days. A small village of goat herders becomes the last restful stop before the mountain. A short conversation with one of the rugged weathered shepherds informs you that the giants have been no more active than recently. You ask if the Giants have taken any captives, but the villager shakes his head.

Giants are lazy. There s not many in this village, if they started taking us captive, there would be no flocks nor fields for them to pillage. I imagine they re more willing to take captives far away, than look for supper much past their breakfast table. The night is warm and goes uneventfully. You try to inquire discretely about the giants, but you get the sense that there are few that wish to speak of them.

The crisp morning takes you on a long hike up into the hills at the feet of Thunderhorn. The trek is hard and cold. With the coming dusk, you reach the edge of the tree line and decide to make camp in the last covered place before beginning the final ascent the next day.

Night falls bringing in thick cloud blankets and chilling winds. No fire can be spared that night to guarantee your success against the giants. High above you, you hear the unmistakable shouts and laughter of giants. Morning does not come quickly enough.

The dawn crests; the cold still gnawing at your ears and fingers. The climb is brutal and sheer you daren t think of the penalty of the fall. Hours of climbing only makes you feel as if the mountain was growing taller, but by late afternoon you spot the entrance. You take the last part of the climb quite carefully aware that the giants and their enormous dogs may smell you at any moment and come to fling you off the cliff. Now at the yawning mouth of the cavern, you slip quietly inside.

The giants must be very close now, perhaps behind the next door.

Mission Goals

You must slay the Giant-King of the Thunderhorn and try to free the captives. If you can reactivate some of the glyphs of transport in the dungeon, all the better. You start with 5 conquest tokens. If you ever run out of conquest tokens, the Giants will triumph.

Treasure Key:
Copper 1: 1 Copper Treasure
Copper 2: 1 Copper Treasure, 1 Conquest Token, 1 Curse
Copper 3: 1 Copper Treasure, 1 Conquest Token, 100 Gold, 2 Curses
Silver 1: 1 Silver Treasure, 1 Conquest Token
Silver 2: 1 Silver Treasure, 2 Conquest Tokens, 1 Curse
Silver 3: 1 Silver Treasure, 200 Gold, 2 Curses
Gold 1: 3 Conquest Tokens, 1 Gold Treasure, 2 Curses
Gold 2: 2 Gold Treasures, 2 Curses

Hall of the Mountain King

The door opens to a deep, vaulted cavern. A small horde of giants and ogres stand in a loose congregation playing dice and arguing in a circle. At the far end of the cavern is a regal giant enthroned on carved limestone with two enormous hounds at his feet.

Your scent betrays you, "Ho ho, little men!" bellows the Jarl, the Giant King from deep within the cavern. He laughs heartily, "I would not have spent so much gold capturing men if I had known they would simply come to my mountain! Tell me then, have you come to work in my mines, or merely just become playthings for my hounds?"

As the small army turns toward you, you spy a nearby door to the west. You wonder if there might be something more elsewhere in the dungeon that could help you with this fight?

Jarl has the same stats as a master giant except he has 4 extra wounds and an armor of 7.

When Jarl is defeated:

Your blow strikes Jarl squarely between the eyes. He stumbles, buckles, and collapses with a rock-cracking thud. When the Giants see him fall, they courage falters; they flee for their lives. The battle is over. You have won.

The players receive 4 conquest tokens and win the quest.

When a player ends their turn on the encounter marker or Jarl is defeated:

A very large scroll reveals a letter written to Jarl:

To His Most High King of the Thunderhorn,

It is necessary to me for you to send larger Star Nightstones. My work cannot be completed without them. My employer shall reward you with all the desires of your heart if you help me succeed.

Zamarakk, Fell-Captain of the Endless Night

Remove the encounter marker.

Dim Passage

The door opens to an unexpectedly quiet passageway. The way is dark but seems to have no monsters nearby. A forgotten chest lies amidst the rock in a far corner.

Refuse Pits

Dead bodies, refuse, rags, and other foul garbage have been tossed carelessly into the center of the chamber. It seems the giants must send their unwanted things here to be eaten by the denziens of this place.

Some of the things the giants have cast aside seem quite valuable, perhaps too small to be of use to them.

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Fungus Garden

The rocky floor of this cavern is covered in an enchanting fluorescent moss, and decorated with carefully arranged large, glowing mushrooms growing near small pools of dripping water. Spores tingle your nose, making you feel drowsy in the soft light. The moment is broken by rising serpent-keepers of this strange garden rising to defend it.

Fluorescent Fungus
On the Overlord's turn, before activating any monster, the Overlord may remove one of the encounter markers in this area to play Spore Cloud on his turn for 3 threat tokens. This cost is not modified by cards or abilities of heroes or the overlord. The overlord may not remove more than one encounter marker per turn, but must pay the threat tokens for each encounter marker removed in this way.

The spore cloud affects all figures (including monsters) in the same square or adjacent to the encounter marker being removed. Each affected figure rolls one black power die as if struck by a trap. Each figure that does not roll a blank receives one stun counter.

The fungus is quite hearty and covers the walls, floors, and ceiling of the chamber. It is not possible to destroy enough of the fungus to make a difference.

Treasure Chamber

This section of the caverns have been enlarged by mining. Enslaved miners toil away with pick and shovel behind locked iron grating. A burly beastman growls at them, "Anyone who doesn't find nightstones doesn't eat." A small pile of these gems lay at the overseer's feet. Farther east are the assorted treasures the giants have collected, guarded by two enormous guard dogs.

One of the captives sees you and shouts, "Free us before we're eaten! The Giant-King himself has the key to this gate!"

The encounter square represent the prisoners and do not otherwise affect gameplay.

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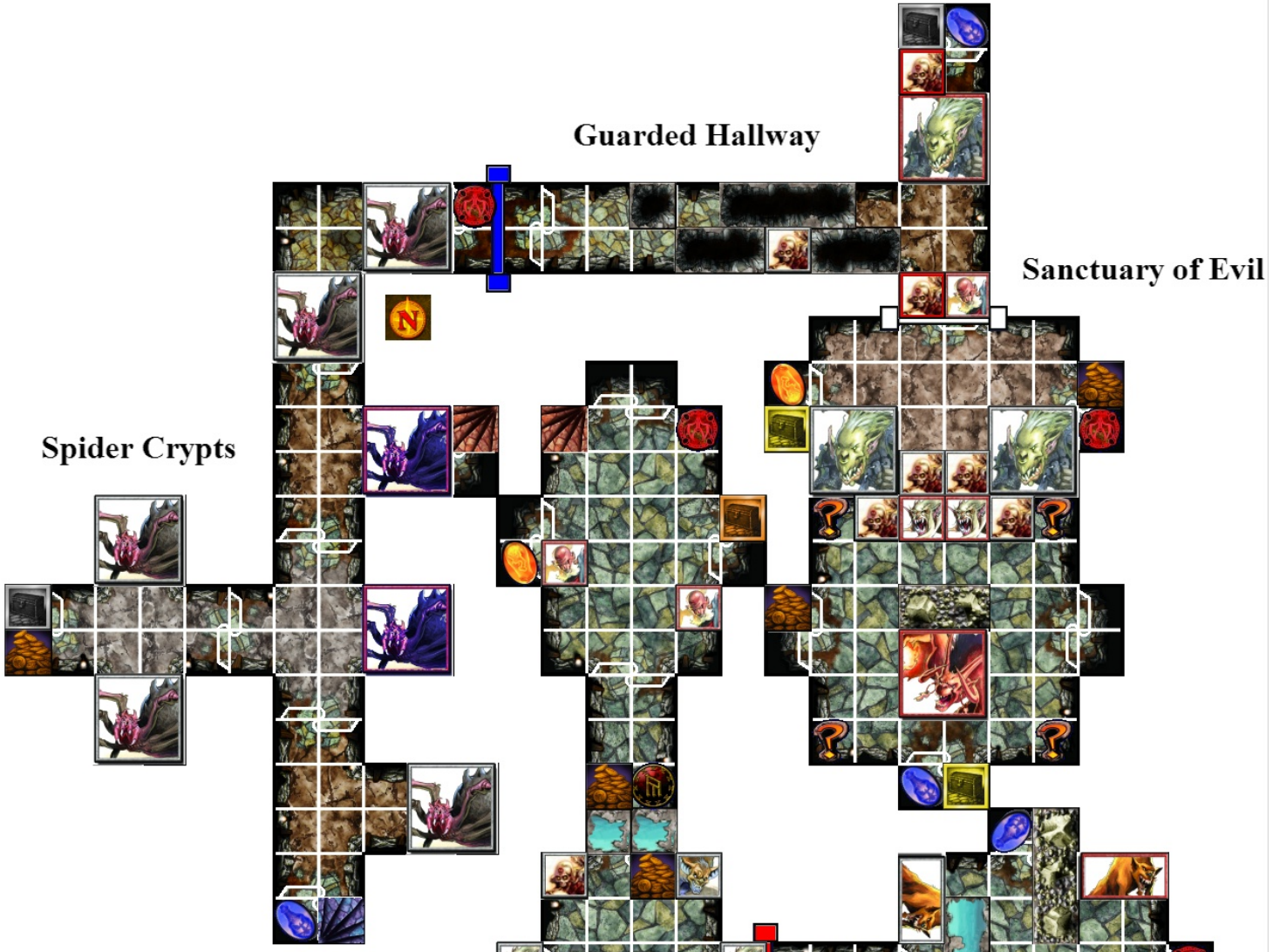

Copper 1-3: 1 Conquest Token,
1 Curse, 1 Copper Treasure
Silver 1-3: 2 Conquest Tokens,
2 Curses, 1 Silver Treasure
Gold 1-2: 2 Conquest Tokens,
3 Curses, 1 Gold Treasure

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Fellstone Cavekeep

By Wayne Miller

Scenario Background

It was not long before you found a wise man who had heard of the name Zamarakk found on the note in the Giants' den. His face grew grim when you told him your story. He was silent for a very long time before he answered.

"Zamarakk is the Fell-Captain of the Endless Night, a black legion of evil banished eons ago to the Void. Someone must have found a way to open a gateway to the void. Zamarakk is surely working to widen that gate and free the horde. Once that happens, a terrible darkness shall be cast on the world. There is an old summoning gate in a place called Fellstone Cavekeep, but star nightstones are not used to open that gate. I do not why they are wanted. We must journey to stop it -- there is not time to enlist the aid of others."

Its hard to say what convinced you -- whether it was the adventure, the promise of gold, or an obligation to stop terror.

It has been weeks that you've left the green valleys beneath the Thunderhorn to travel the blackend lands of Sengir. Your feet ache, and you curse yourself for saving your last coins to buy equipment from the greedy merchants riding behind you on their mules. "Vultures," you mutter -- "they're only here to pick the possessions from our corpses if we don't make it."

The rocky mountain path turns upward toward the dark spire. Fellstone Cavekeep is not farther. Once an ancient burial home to the great White Serran order, this place has long fallen to dark powers and become a home of evil. You shudder to think of the fell creatures of the underworld that now reside there.

The path ends, and your small entourage comes to a halt. The merchant faces are filled with fear. Even the few priests who dared to aid with you have their faith tested here. "This is where you must go alone, heroes," says the high priest. "Know that we shall wait here if you should fall or...." He pauses. "Or bear your bodies back if you fail."

The priest strikes the rock with his staff, opening an ancient door of solid stone. A simple stairway disappears into the black, descending sharply down. As you move deeper into the mountain, the priests in their flowing robes of white disappear from your sight, their soft prayers now only a whisper in the distance.

Mission Goals

Your goal in this quest is to slay the demon Zamarakk. If you can reactivate some of the glyphs of transport in the dungeon, all the better. You start with 5 conquest tokens. If you ever run out of conquest tokens, Zamarakk will have triumphed over you.

Start Area

As your eyes adjust to the darkness, they are drawn to the glitter of gold and water and the far end of the room. Your mind wanders to the thoughts of bloodsquids, quickly brought back to the present catching sight of Sorcerors quickly darting behind cover.

Spider Crypts

You quickly descend the stairs to a flagstone crypt below. Your torchlight flickers on the graves of once great men now sealed into the walls of the passageway. Thick webs decorate the passage. You must be careful, as it will be all-too-easy to be caught in them. Not far away is chittering in the dark. Spiders are here.

At the beginning of his turn before activating any monsters, the Overlord player may spend 8 threat tokens to place a web counter on any hero. The cost of the ability in threat tokens is modified by any card or ability that modifies the cost of playing Trap cards. The targetted player may roll one black power die, and avoids the web if a blank is rolled. If the targetted player is entitled to more power dice, any blank prevents the web.

The Overlord may not use this ability more than once per turn.

This ability may only be played in this area.

Sulfurous Caverns

As the portal gives way, a foul odor shuffles forth. The hard stench of bubbling sulfur in the yellow water burns your nose and makes you gag. You must be careful here, or the gas may overcome you.

At the beginning of the Overlord's turn, each hero that is inside this area must pay one fatigue or receive a stun token. This does not interrupt placed orders, and monsters are immune to this effect.

Guarded Hallway

You open the great door. A cold rush of wind flows down the hall. Your torches settle on a black crevasse in the distance. The way across looks very treacherous, only a few crumbling rocky ledges remain where the natural limestone has broken apart dropping into darkness. There is little time to wait. The sound of arrows split the air.

Sanctuary of Evil

The door opens to a host of robed figures chanting loudly. In the instant the door is opened, you feel as if you have intruded on some dark ritual; your presence is unwelcome. The hooded figures become silent, turning their burning eyes to you from the darkness. The sickly green light spilling from the far chamber casts a shadow of an enormous creature. A low, booming voice chills your soul, "Who interrupts my work? Who dares enter my domain? I shall bind your soul in endless torment, worm. You shall feel pain everlasting for eons to come!"

Zamarakk

Zamarakk has the same stats as a normal master demon, except that he

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can fly, has a move of 4, and 8 extra wounds. Zamarakk may spend 1 movement point and 1 threat point to sacrifice any of the Overlord's monsters (except himself) in line of sight to Zamarakk and heal 5 wounds. Any monster sacrificed in this way is removed from the board, regardless of any abilites it may have such as undying. The cost in threat points to use this ability may not be modified by any player ability or card, nor any overlord ability or card.

If a hero ends his movement on one of the encounter markers:

You smash apart the stone floor and crack the seal of power. The floor in this part of the room grows dark, returning to normal.

Remove the encounter square.

Summoning creatures from the encounter squares:

Before activating any creature, the Overlord player may use remaining encounter squares in this area to spawn additional creatures following the rules below:

There must not be a creature currently positioned over the encounter square.
All spawning must occur before any of the monsters are activated on the overlords turn.
You may not summon monsters that exceed the maximum number of allowed monsters of the given monster type.

The Overlord player may spend 2 threat points to spawn either a normal beastman or a normal skeleton archer on any of the encounter squares.

The Overlord player may spend 3 threat points to spawn 1 normal sorceror on any of the encounter squares.

Creatures spawned in this way may be spawned in the line of sight of the heroes and do not count towards the one spawn card per turn limit.

Threat point costs for summoning creatures in this way may not be modified by any player ability or card nor any overlord ability or card.

The first time an encounter square is used to summon a monster:

Zamarakk directs his glance to a corner of the room. The green glowing seal on the floor glows with a surge of energy! Zamarakk utters a dark power word in his other-worldly tongue and another monster appears in a shower of sparks!

If the heroes kill Zamarakk:

Your blow strikes deep into Zamarakk, spilling his dark jet ichor. He staggers for a moment, clutching his immortal wound, a look of disbelief and shock on his face. "No!" he shrieks in rage, as his legs crumple underneath him.

Collapsing to his knees, his pursed lips press a final threat, "This isn't the end. I am immortal! You weak, foolish dogs -- you've only directed my master's wrath upon you! As we speak, Acerak has surely found the way to restore him to this world, and he shall have your souls in the end. You can't --" He is interrupted by bursts of green flame errupting from his skin. "No! No! No!" he screams in desperation. "NOOOOO!" and with that, a great burst of green flame consumes him entirely.

It is not long before you have finished the battle with the foes that remain. The priests smile and shout praises when you emerge forth, but your face is long.

The high priest senses your worry, "What is wrong? We felt his passing? I was sure of it."

"Zamarakk is slain," you answer solemnly, "but who is Acerak?"

The heroes gain 4 conquest tokens and have finished their quest.

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